

WHAT IS CLAIMED IS:

1                   1.       A method for loading content objects in a content store on a  
2 network, the method comprising steps of:  
3                   waiting for a triggering event;  
4                   determining if a first origin server is authorized to store content in the  
5 content store;  
6                   loading a first content object from the first origin server onto the content  
7 store without a request for the first content object;  
8                   determining if a second origin server is authorized to store content in the  
9 content store; and  
10                  loading a second content object from the second origin server onto the  
11 content store without a request for the second content object.

1                   2.       The method for loading content objects in the content store on the  
2 network as recited in claim 1, further comprising a step of determining the popularity of  
3 the content object.

1                   3.       The method for loading content objects in the content store on the  
2 network as recited in claim 1, wherein the performance of the loading steps are  
3 conditioned on the waiting step.

1                   4.       The method for loading content objects in the content store on the  
2 network as recited in claim 1, wherein the waiting step comprises at least one of the  
3 following steps of waiting for:  
4                   upstream bandwidth between the first origin server and the content store to  
5 fall below a predetermined threshold; and  
6                   upstream bandwidth between the second origin server and the content store  
7 to fall below a predetermined threshold.

1                   5.       The method for loading content objects in the content store on the  
2 network as recited in claim 1, wherein the waiting step comprises a step of waiting for  
3 upstream bandwidth into the content store to fall below a predetermined threshold.

1                   6.       The method for loading content objects in the content store on the  
2 network as recited in claim 1, wherein the waiting step comprises a step of waiting for  
3 connection to the network.





5 determining if a second origin server is authorized to store content in the  
6 content store.

1 20. The method for loading content objects in the content store on the  
2 network as recited in claim 1, wherein the waiting step comprises at least one of the  
3 following steps of waiting for:  
4 upstream bandwidth between the first origin server and the content store to  
5 fall below a predetermined threshold; and  
6 upstream bandwidth between the second origin server and the content store  
7 to fall below a predetermined threshold.

1 21. The method for loading content objects in the content store on the  
2 network as recited in claim 1, wherein the waiting step comprises a step of waiting for  
3 upstream bandwidth into the content store to fall below a predetermined threshold.

1 22. The method for loading content objects in the content store on the  
2 network as recited in claim 1, wherein the waiting step comprises a step of waiting for  
3 connection to the network.

1 23. The method for loading content objects in the content store on the  
2 network as recited in claim 1, wherein the waiting step comprises a step of waiting for  
3 upstream bandwidth utilization from a client computer to the content store to fall below a  
4 predetermined threshold.

1 24. The method for loading content objects in the content store on the  
2 network as recited in claim 1, wherein the waiting step comprises a step of waiting for a  
3 temporal event.